



MAX GOES TO HELL

Harsh
GUPTA

Storybone Number chosen 512 - (5)Outcast (1)The Underworld (2)Possession.

Outcast - Max Nelson, the protagonist of the game book. Driven out of society due to his intense lust for wealth by using dastardly measures.

The Underworld – Hades' domain. This is where everybody must pass through some day. Hades looks after the millions of souls and something else. Something of a lot greater mortal value – The sinners gold. An enormous amount of it. Max plans on lessening this quite a bit.

Possession – This story has two kinds of possession involved. One being the physical ability of possessing wealth. Other being the spiritual possession of another's soul through devious magic. Either way, possession plays a paramount role in the story as a whole.

Background of the story.

The story is of an Outcast in the underworld looking for the sinful gold of Hades. The Outcast is Max Nelson, a supernatural bountyhunter looking to strike the ultimate catch. To collect the sinners gold from Hades in his realm, the underworld.

Max Nelson was born a prodigy of an escape artist. His talent was waived off. Called as the “thieves art” . He was ashamed of this. At first, anyway. He followed the his own advise. “If someone hates you for no reasaon, give them a reason” Starting small as a petty thief, he gre in notoriety and soon became one of the most looked for criminal the world had ever seen.

He was still discontent. Wanting to callenge greater threats. Something beyond human. He wanted to callenge gods now.

Hades was tired. After millenias of looking after the dead and dying, he was tired. It had been far too long since he had a particularly rebellious soul wreck havok and inavertedly give Hades some much needed entertainment.

All until this particular person who came for his gold. A dastardly behavior that had never even been though off was being attempted and strangely enough, Hades was amused.

Hook of the story

The sun turned blood red. The eve was nigh. It was funny when Max thought about it. People often told him to “Go to hell” Today, at this very momment, he was going to do just that. The though amused him. Even more so for the fact that this was actually quite simple. If all went well, Max planned to retire, to recuse himself to a sunny island in some exotic country. An island he planned on owning. No more heists. The though carried with it some sighs and releifs. For once, max woudn't have to carry out his nefaurious deeds while a wanted poster with his fil photograph glared at him hung not too far away.

But this would also mean taht he's have to leave what was his identity. His marker. Something that defined him truly in his most untainted form.

The hap hazard outline of what looked like a red hole in the ground, an oddly shaped one gurgled. He needed to jump in before this infection into the system was noticed and promptly shut down. With a last knuckle crack, Max jumped leg first into the abyss. Literally, the abyss.

The Plot

The plot revolves around Max wrecking havoc to reach the vault of Hades, the sacred keeping ground of the sinners' gold. The path isn't easy, as expected. Max will reach several points in the story where he feels very close to death, giving him more reason to push on and eventually leading him to ask what's important. His life or his wealth?

Hades, tired after years of unentertaining hard rote work is intrigued by this human. One who dares to do something even he couldn't have deemed thinkable.

Hades underestimates the human, putting him off as a random guy who managed to break in quite incapable of doing any major harm or damage to his realms, wealth or power.

However, he soon realizes that that Max isn't a short striffle kidding around.

The System

The game will be based on gold nuggets the player is able to collect. The more he collects, the better score. However, towards the end of the book, he needs to have a certain amount to get a favorable ending.

However, everytime the player gets greedy, his life will be on the line and will depend on luck and thus, the player has to balance progression and gold collecting.

In a way, both are equally important and smart decisions will be rewarded, similar to the way Fighting Fantasy books do to smart players.

Other factors will be stamina attack and defence that can be amped up with potions and rewards.

Another will be greed. Greed will lead to lower luck at certain milestones and too much of it will drain quite a chunk off of the player's abilities.

The book will use dice for luck results. Two dice need to be used to play the game.